TRANSCRIPT PREPARED BY THE CLERK OF THE LEGISLATURE Transcriber's Office

April 8, 1998 LB 364, 1266

simple. We are simply...inadvertently manslaughter and motor vehicle homicide were denoted as being intent crimes when, of course, they are not. You do not have an intent to commit manslaughter or it isn't manslaughter. You don't have an intent to commit motor vehicle homicide or it wouldn't be motor vehicle homicide. So we're cleaning up that technicality. Also inadvertently we took the dispensing of exceptionally hazardous drugs which was a Class II felony providing for a minimum one year and a maximum 50-year penalty and it was inadvertently dropped to a Class IIIA felony which would be a fine and/or a maximum five years. No one intended that. Senator Chambers is accommodating this change also. I am prepared to answer questions but would urge the adoption of Senator Chambers' amendment 3986. Thank you. I would, if I could, Mr. Speaker, I would yield the remainder of the time to Senator Chambers to do with what he wants if anything.

SPEAKER KRISTENSEN: There is no time left in the opening, just a few seconds. We'll move to the lights. Senator Bromm.

SENATOR BROMM: Thank you, Mr. Speaker. Senator Brashear, if I could ask a couple of questions, please.

SPEAKER KRISTENSEN: Would you yield to questions?

SENATOR BRASHEAR: Yes, Mr. Speaker.

SENATOR BROMM: Senator Brashear, basically if I understand the amendment correctly and quite frankly I haven't had time to review it like I would like to, we're doing two different things. The first thing is we're removing the six-month minimum sentence that was imposed by LB 364 last year for Class IIIA and Class IV felonies. That's one part. Is that correct?

SENATOR BRASHEAR: That is correct, Senator Bromm.

SENATOR BROMM: So I understand that and that part of the amendment without much question I would want to say that I would support. I think it makes sense and was indeed an unintended consequence that isn't in the best interests, I don't think, of anyone really.